**15/15 TEXAS TECH (21-5, 9-4) 86, RV/RV BAYLOR (16-9, 7-5) 61 ****  
Saturday, Feb. 16, 2019  
United Supermarkets Arena (Lubbock, Texas)  
Attendance: 14,598

**BAYLOR POSTGAME NOTES**

**MISCELLANEOUS NOTES**

* Baylor and Texas Tech met for the 138th time. BU is now 58-80 in the all-time series, including an 18-49 record in Lubbock and a 19-13 mark in the **Scott Drew** era.
* Baylor is 19-9 vs. Texas Tech since 2006, including 7-7 in Lubbock.
* Baylor is 96-74 in Big 12 play over the last 10 seasons after going 59-149 in the league’s first 13 years.
* Baylor is 278-135 since 2007-08, the first year Drew's staff had a full allotment of scholarships.

**TEAM NOTES**

* Baylor had eight scholarship players available, including one former walk-on.
* BU was without four projected starters entering the season – Makai Mason (toe) and King McClure (knee) are day-to-day, while Tristan Clark (knee) and Jake Lindsey (hip) are out for the season.
* Texas Tech’s 17 first-half free throws made were the most by a Baylor opponent during the 16-year Drew era.
* BU extended the nation's 11th-longest active streak with at least one 3-point made in 894 straight games.
* Baylor started **Jared Butler, Devonte Bandoo, Mario Kegler,** **Mark Vital** and **Freddie Gillespie** for the 2nd time this season, and BU is 0-2 with that starting lineup.

**INDIVIDUAL NOTES**

* **Jared Butler** (16 points) scored in double figures for the 11th time this season and 8th time in 11 games since joining the starting lineup.
* **Butler** (4-of-5 from 3-point range) extended his streak to 11 straight games with a 3-pointer, including multiple 3-pointers made in 10 of 11 games.
* **Butler** (team-high 4 assists) posted multiple assists for the 15th consecutive game after doing so in 1 of his first 10 games.
* **Mario Kegler** (15 points) scored in double-figures for the 9th time this season and 25th time in 51 career Division I games.
* **Devonte Bandoo** had a team-high and season-high 6 rebounds, with all 6 rebounds on the offensive end.